



WARCRY™

RULES UPDATES & DESIGNERS' COMMENTARIES

OCTOBER 2025

This document contains all the rules updates and designers' commentaries for Warcry, organised into the following sections:

1. Core Book
2. Battleplan Cards
3. Warbands of Ghur
4. Briar and Bone
5. Warcry Compendium
6. Bladeborn Fighters
7. Points Updates

The **rules updates** improve game balance, enhance clarity and correct any errors, while the **designers' commentaries** provide answers to frequently asked questions and explain how the rules are intended to be used.

This document is updated regularly. When changes are made, any changes from the previous version will be highlighted in magenta. Where the date has a note, e.g. 'Revision 2', this means that there has been a local update, only in that language, to clarify a translation issue or other minor correction.

1. CORE BOOK

ERRATA

Page 61 – Alternative Terrain Rules

Add the following to the end of the Alternative Terrain rule list:

'4. The parts of a terrain feature that touch the battlefield floor cannot be within 4" of a battlefield edge.'

Page 64 – Move Actions

Add the following boxout:

Moving Under High Terrain

When fighters make a normal move, they can move without penalty under a part of a terrain feature if the distance between that part of the terrain feature and the battlefield floor is greater than half the height of the fighter's miniature (they duck under). To do so, first measure the distance in a straight line under that terrain feature. If the fighter has sufficient movement to pass under the terrain feature and be placed on the other side, they can move under it.

Page 68 – Attack Actions

Change the last paragraph of '1. Pick a Weapon and Target' to read:

'Lastly, a missile attack action (see right) cannot target an enemy fighter that is within 1" of another fighter from the attacking fighter's warband unless both of the following are true:

- The attack action has no minimum range
- The attacker is within 3" of that enemy fighter.'

Page 70 – Abilities

Add the following sections:

'Adding, Subtracting, Multiplying and Dividing

Abilities can modify some or all of a fighter's characteristics. In these cases, always divide first, then multiply, then add, then subtract.

For example, if a fighter with a Move characteristic of 3" had 2" added to their Move characteristic by the 'Waaagh!' ability, and were then affected by the 'Cursed Dart' ability, first the Move characteristic would be halved by 'Cursed Dart' (rounding up) and become 2", and then the 'Waaagh!' ability would add 2" for a final total of 4".

Raised Fighters

Some abilities return fighters that have been taken down to the battlefield. The ability may specify that the fighter has a number of damage points allocated to it, or that you remove some or all of the damage points allocated to it. Fighters returned to the battlefield are referred to as raised fighters.

The following rules apply to raised fighters:

- Raised fighters cannot be activated, use abilities or make reactions in the combat phase in which they are set up.
- Raised fighters cannot use heroic traits or artefacts and cannot spend or gain levels of renown.
- Raised fighters are not affected by any abilities that affected them when they were taken down.
- While they are on the battlefield, raised fighters are not considered to have been taken down.
- After a battle, raised fighters are considered to have been taken down in that battle.'

Page 70 – Universal Abilities

Change the 'Rampage' ability to read:

'This fighter can make a bonus move action up to a number of inches equal to the value of this ability. Then, they can make a bonus attack action.'

Page 71 – Reactions

Change the 'Counter' reaction to read:

'**Counter:** A fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. If there are any unmodified hit rolls of 1, allocate 2 damage points to the attacking fighter. In addition, if there are 2 or more hit rolls from that attack action that miss, allocate 1 damage point to the attacking fighter.'

Page 75 – Objectives and Treasure Tokens

Change the second paragraph to read:

'Objective and treasure tokens are treated as part of the battlefield floor or the platform they are placed upon. Fighters can move over and stand upon objective tokens. These rules also apply to all other markers and tokens that players are asked to place on a specific point on the battlefield. Fighters can move over treasure tokens. Fighters cannot end a move with any part of their base touching a treasure token. In addition, when measuring distances to and from objectives, treasure tokens and other markers, always measure to and from the centre of the marker or token.'

Page 75 – Carrying Treasure

Change the second paragraph to read:

'Fighters cannot fly while carrying treasure. When a fighter picks up treasure during a move action, subtract 2 from their Move characteristic (to a minimum of 3) for the remainder of that move action and they cannot fly for the remainder of that move action. If that fighter had moved further than that modified Move characteristic before they picked up that treasure, that move action ends.

If a fighter begins a move action carrying treasure, subtract 2 from their Move characteristic for that move action (to a minimum of 3).'

DESIGNERS' COMMENTARY

Q: Is the attacker red and the defender blue?

A: No. Attacker and defender are determined before the battleplan is determined, once both players have picked their warbands (Core Book, pg 60).

Q: Can a fighter stand on a platform if their base hangs over the edge of that platform?

A: Yes, as long as centre of that fighter's base is on that platform.

Q: Can a fighter stand on two platforms at once?

A: Yes, as long as the centre of that fighter's base is on one of those platforms.

Q: When climbing stairs, is the distance measured diagonally?

A: Yes.

Q: Can I split a fighter's attacks between different models when that fighter makes an attack action?

A: No.

Q: Some rules add to or subtract from the damage points allocated by hits and/or critical hits from an attack action. In cases like this, does this apply to every hit and every critical hit scored by that attack action?

A: Yes. For example, the 'Sneaky Stab' ability is worded '... add the value of this ability to the damage points allocated to enemy fighters by each critical hit from that attack action.' This means that if the attack action scored 2 critical hits, and the value of the ability was 3, 6 additional damage points would be allocated by that attack action (3+3).

Q: Some rules add to or subtract from the damage points allocated by hits from an attack action. In cases like this, does this apply to every hit and every critical hit scored by that attack action?

A: No. Where an ability affects critical hits, it will specify this.

Q: Are reactions abilities?

A: No.

Q: When a fighter spends a level of renown, for example to make a 'free' reaction, does that fighter lose that level of renown?

A: No. A 'spent' level of renown simply cannot be used to make a 'free' reaction again later in the battle.

Q: Are fighters visible to themselves?

A: No.

Q: Can I choose the user as the target of an ability that requires the target to be visible?

A: No. Fighters are not visible to themselves.

Q: If an ability allows another friendly fighter to make a bonus action (e.g. 'Beastmaster'), when is that bonus action carried out?

A: Immediately.

Q: If a fighter has two rules that would give them bonus actions at the same time (for example, a Slaves to Darkness hero with the Eight-horned Helm and the Champion of Darkness ability) how do I resolve those bonus actions?

A: Choose which of the rules you want to use first, resolve that rule in its entirety, then resolve the other rule in its entirety.

Q: If an ability can only be used if a fighter is within a certain range of 'a fighter', 'an enemy fighter', 'a piece of terrain' etc. can that ability be used if the fighter is within range of more than one of the required fighters/objects?

A: Yes.

Q: If an ability allows a fighter's hit rolls to score a critical hit on a 4+, but that fighter's hit rolls require a 5+ to hit because of the attack's Strength and the target's Toughness, do rolls of 4 score a critical hit or miss?

A: They score a critical hit.

Q: Can I give an artefact of power to any fighter in my warband?

A: Yes, unless another rule specifically forbids that.

Q: The core rules say that reactions are things a fighter can do 'during an enemy fighter's activation'. Does this timing apply to all reactions?

A: Yes.

2. BATTLEPLAN CARDS

DESIGNERS' COMMENTARY

Q: If we draw a victory card that cannot be won because of terrain placement, what should we do?

A: In cases like this, draw another victory card.

3. WARBANDED OF GHUR

This section details **rules updates**, **reprinted rules**, **designers' commentary** and **Grand Alliance** information for warbands released during the current edition of Warcry.

RULES UPDATES

HUNTERS OF HUANCHI

Change the 'Slippery' reaction to read:
'A fighter can make this reaction after they have been allocated the total damage points by a melee attack action. This fighter makes a bonus disengage action.'

WILDERCORPS HUNTERS

Change the 'Smart Step Backwards' reaction to read:

'A fighter can make this reaction after they have been allocated the total damage points by a melee attack action. This fighter makes a bonus disengage action.'

QUESTOR SOULSWORN

Change the 'Translocation' ability to read:
'Choose a friendly fighter with a **Stormcast Eternals** runemark (☠️⚡️🔪🗡️) within 3" of this fighter. Remove that fighter from the battlefield and then immediately set them up anywhere on the battlefield more than 4" from all enemy fighters.'

Change the 'Face Me, Cowards!' ability to read:
'Until the end of the battle round, enemy fighters that begin their activation within 3" of this fighter cannot make disengage actions or end move actions further from this fighter.'

ROYAL BEASTFLAYERS

Change the 'Pack Tactics' ability to read:
'Choose an enemy fighter that is visible to this fighter. Allocate a number of damage points to that enemy fighter equal to twice the number of friendly fighters with the **Royal Beastflayers** runemark (🐾) within 3" of them.'

KRULEBOYZ MONSTA-KILLAZ

Change the 'Saw 'Em Up' ability to read:
'Pick a visible enemy fighter within 2" of this fighter and roll a number of dice equal to the value of this ability (to a minimum of 2). Make a single group of 2 or more dice in consecutive numerical order (e.g. 2, 3, 4), excluding duplicates. Then allocate 3 damage points to the chosen fighter for each dice in that group.'

TERATIC COHORT

Change the 'Predatory Ravage' reaction to read:
Predatory Ravage: A fighter with the **Teratic Cohort** (🐾) runemark can make this reaction after all the damage points from an enemy fighter's melee attack action have been allocated to them. The reacting fighter can make a bonus melee attack action that targets the attacker. When a fighter uses this reaction, you can discard one of your saved wild dice. If you do not, subtract 1 from the Attacks characteristic of that attack action, and subtract 1 from the damage points allocated by each hit and critical hit from that attack action (to a minimum of 1).

TERATIC COHORT

In the 'Eyes of Katakros' ability, remove the following sentence:
'This ability cannot be used more than once per battle round.'

THE TWISTWEALD

Change the 'Eruption of Thorns' ability to read:
'Allocate a number of damage points equal to half the value of this ability to each enemy fighter within 1" of this fighter.'

CLAWS OF KARANAK

Remove the **Agile** (🏃) runemark requirement from the 'Pack Hunters' ability.

PYREGHEISTS

Add the following reaction:

[Reaction] Immolation: A fighter can make this reaction when they are targeted by a melee attack action, after the damage is totalled but before it is allocated to this fighter, if it is enough for this fighter to be taken down. Cremate this fighter. **Then, this fighter is taken down. In a campaign battle, do not make an injury roll for this fighter.**

YDRILAN RIVERBLADES

Change the 'Riverblades' ability to read:

[Double] Riverblades: Until the end of this fighter's activation, add 1 to this fighter's Move characteristic, and after each action this fighter takes, other than wait actions, roll a dice. On a roll of 2+, deal 2 damage to 1 visible enemy fighter within 8".

DESIGNERS' COMMENTARY

Q: Can a fighter make the 'Slippery' (Hunters of Huanchi) or 'Smart Step Backwards' (Wildercorps Hunters) reaction to disengage if they are not within 1" of an enemy fighter?

A: No.

Q: Are the new Warhammer Underworlds fighters Bladeborn (Knives of the Crone, Emberwatch, Jaws of Itzl etc.)?

A: No. These are unique fighters for use in their respective factions.

Q: Pyregheists: If a fighter is cremated via 'Immolation', does it count as being taken down?

A: Yes. See the updated rules for the 'Immolation' reaction above.

Q: Knives of the Crone: When you spend prophecy points on Ritual of Prophecy, do you add 1 to both damage characteristics per point spent or do you add 1 to either the first or second damage characteristic per point spent?

A: Both Damage characteristics are increased by 1 per prophecy point spent.

Q: Does Tik Tik follow the rules for raised fighters?

A: No.

Q: Is the Barrow Guard unit champion the new model for the Seneschal and do they have the same runemarks?

A: Yes.

REPRINTED RULES

QUESTOR SOULSWORN

Heroes All

When picking a warband from the Questor Soulsworn faction, the following rule replaces the fourth bullet point under 'The Warbands' in the core rules (Core Book, pg 60).

There is no limit to the number of fighters with both the **Questor Soulsworn** (☉) and **Hero** (✳) runemarks that can be included in the warband.

In addition, add the following rule as a sixth bullet point:

No more than 2 fighters with the **Hero** (✳) runemark and any other faction runemark can be included in the warband.

Lastly, if you are creating a warband roster and you picked the Questor Soulsworn faction, the following rule replaces the third restriction under 'Choose Your Faction and Fighters' in the Narrative Play rules (Core Book, pg 99):

There is no limit to the number of fighters with both the **Questor Soulsworn** (☉) and **Hero** (✳) runemarks that can be added to your warband roster (including your leader). The first such fighter added to your roster must be your leader.

GRAND ALLIANCE

ORDER (☼)

Hunters of Huanchi (*Warband Tome: Stealth and Stone*)
Questor Soulsworn (*Warband Tome: Might and Madness*)
The Twistweald (*Warband Tome: Briar and Bone*)
Vulkyn Flameseekers
Wildercorps Hunters (*Warband Tome: Hunter and Hunted*)
Ydrilan Riverblades (*Warband Tome: Pyre and Flood*)

CHAOS (✳)

Rotmire Creed (*Warband Tome: Rot and Ruin*)
Horns of Hashut (*Warband Tome: Rot and Ruin*)
Jade Obelisk (*Warband Tome: Stealth and Stone*)
Claws of Karanak (*Warband Tome: Predator and Prey*)

DEATH (☠)

Askurgan Trueblades (*Warband Tome: Predator and Prey*)
Royal Beastflayers (*Warband Tome: Might and Madness*)
Pyregheists (*Warband Tome: Pyre and Flood*)
Teratic Cohort (*Warband Tome: Briar and Bone*)

DESTRUCTION (☼)

Kruleboyz Monsta-killaz
Gorger Mawpack (*Warband Tome: Hunter and Hunted*)

4. BRIAR AND BONE

RULES UPDATES

Replace the Corvus Cabal battle trait with the following:
‘Plunging Killers: Add 2 to the Strength characteristic of melee attack actions made by friendly fighters with this battle trait if they finished a move action 2” or more vertically lower than their starting position this activation.’

Replace the Gloomspite Gitz battle trait with the following:
‘Da Bad Moon Rises: After the initiative phase, each player whose warband has this battle trait can roll a dice, starting with the attacker. On a 2+, pick 1 of your opponent’s or your own [doubles], [triples] or [quads]. Change the value of those ability dice to the result of the dice roll.’

DESIGNERS’ COMMENTARY

Q: When does the Cities of Sigmar battle trait ‘Dawnbringer Zealots’ apply?

A: If each fighter in your warband has either the **Castelite Hosts** (☞) runemark, or the **Darkling Covens** (✕) runemark, or the **Dispossessed** (☞) runemark (you can have a mix of fighters with these runemarks in your warband).

Q: When does the Stormcast Eternals ‘Scions of the Storm’ battle trait apply?

A: If each fighter in your warband has either the **Ruinination Chamber** runemark (⤴), or the **Thunderstrike Stormcasts** (☞) runemark, or the **Warrior Chamber** (⤴) runemark, or the **Vanguard Chamber** (⚡) runemark (you can have a mix of fighters with these runemarks in your warband).

5. WARCRY COMPENDIUM

This section details **rules updates** and **designers’ commentary** for fighter profiles and abilities included in the *Warcry Compendium*.

RULES UPDATES

SENTINELS OF ORDER

CITIES OF SIGMAR

The fighter profiles and abilities on pages 14-27 are no longer intended for Matched Play and have been replaced by the fighter profiles and abilities in the Cities of Sigmar Compendium Update found at www.warhammer-community.com/warcry-downloads

DAUGHTERS OF KHAINE





Abilities

Change the ‘Killing Stroke’ ability to require the **Trapper** (☞) Runemark in addition to the **Hero** (★) runemark and the **Daughters of Khaine** (☞) faction runemark.

Add the following fighter profiles and abilities. Kaerna Vix; Krieta, Wing of the Crone; Tazari; and Azphel, the Hag’s Eye can only be included once in your warband.



DAUGHTERS OF KHAINE FIGHTER ABILITIES

	<p>[Double] Offerings of Foresight: Roll a number of dice equal to the value of this ability. If any damage points have been allocated to enemy fighters this battle round by this fighter's attack actions, add 1 to each roll. For each roll of 4+, you gain 1 prophecy point, to a maximum of 6.</p>
	<p>[Double] Wings of Darkness: Remove this fighter from the battlefield, then set them up again on a platform or the battlefield floor and more than 9" from all enemy fighters. If the value of this ability is 3 or more, this fighter can make a bonus move action of 3" after they are set up.</p>
 	<p>[Triple] Ritual of Prophecy: Pick 1 of the following effects to apply to this fighter, then reset your prophecy points to 0:</p> <ul style="list-style-type: none"> • Add your prophecy points to their Move characteristic for the rest of the activation. • Add your prophecy points to their Toughness characteristic for the rest of the battle round. • Immediately allocate your prophecy points as evenly as possible between the Attacks characteristic, Strength characteristic and both values of the Damage characteristic of their melee weapon. Add 1 to each for each prophecy point allocated to it for the rest of the activation.

ORDER OF AZYR

Add the following fighter profiles and abilities. Galen ven Denst, Doralia ven Denst and Jelsen Darrock can only be included once in your warband.

GALEN VEN DENST



135

	 1	 3	 4	 2/4			 135
	 8	 3	 4	 1/3			 4  4  20

DORALIA VEN DENST



125

	 1	 2	 4	 2/4			 125
	 3-15	 2	 4	 1/4			 4  4  18





JELSEN DARROCK



185

	 1	 3	 5	 2/4			 185
	 6-20	 2	 4	 2/4			 4  4  20

ORDER OF AZYR FIGHTER ABILITIES

 	<p>[Double] Banishment: Until the end of this fighter's activation, add 1 to the damage points allocated to enemy fighters by each hit and critical hit from missile attack actions made by this fighter.</p>
 	<p>[Triple] Judgement: Until the end of this fighter's activation, missile attack actions made by this fighter score a critical hit on a roll of 5+.</p>

FYRESLAYERS

Vulkite Berzerker with Fyresteel Handaxe and Bladed Slingshield Fighter Profile
Remove this fighter profile.

Vulkite Berzerker with Fyresteel War-pick and Bladed Slingshield Fighter Profile
Remove this fighter profile.

Add the following fighter profiles and ability:

GRIMHOLD EXILE 165

VULKITE BERZERKER WITH FYRESTEEL WEAPON AND BLADED SLINGSHIELD 65

FYRESLAYERS FIGHTER ABILITIES

[Triple] Lodge-fire Blaze: Pick a visible enemy fighter within 3" of this fighter and roll 6 dice. For each roll of 4+, allocate 1 damage point to that fighter. If that fighter has a Wounds characteristic of 25 or more, for each roll of 3+, allocate a number of damage points to that fighter equal to half the value of this ability (rounding up) instead.

STORMCAST ETERNALS: WARRIOR CHAMBER Liberator-Prime with Paired Warblades Fighter Profile
Remove the **Bulwark** (☼) runemark.

Liberator-Prime with Paired Warhammers Fighter Profile
Remove the **Bulwark** (☼) runemark.

STORMCAST ETERNALS: THUNDERSTRIKE STORMCASTS
Add the following fighter profiles and abilities:

KNIGHT-QUESTOR 175

LIBERATOR-PRIME WITH DUAL SIGMARITE WEAPONS 185

LIBERATOR-PRIME WITH SIGMARITE WEAPON AND SHIELD 195

LIBERATOR WITH DUAL SIGMARITE WEAPONS 140

LIBERATOR WITH SIGMARITE WEAPON AND SHIELD 150

LIBERATOR WITH GRANDHAMMER

1	3	5	3/4	

150

4 | 5 | 20

STORMSTRIKE PALLADOR-PRIME

1	4	4	2/4	

245

8 | 6 | 30

STORMSTRIKE PALLADOR

1	3	4	2/4	

195

8 | 6 | 28

THUNDERSTRIKE STORMCAST FIGHTER ABILITIES	
	<p>[Double] Ordained Quest: Pick an enemy fighter or an objective. Previous uses of this ability by any friendly fighter no longer have any effect and this ability cannot be used again until the enemy fighter you picked is taken down or you control the objective you picked.</p> <p>If you picked an enemy fighter, for the rest of the battle, add 1 to the Attacks characteristic of melee attack actions made by this fighter and friendly fighters with the Questor Soulsworn (☉) runemark that target that enemy fighter.</p> <p>If you picked an objective, for the rest of the battle, this fighter and friendly fighters with the Questor Soulsworn (☉) runemark each count as 1 additional fighter when determining which player controls that objective.</p>
	<p>[Double] Lay Low the Tyrants: Until the end of this fighter's activation, add 1 to the Attacks and Strength characteristics of melee attack actions made by this fighter. While targeting an enemy fighter with a Wounds characteristic of 25 or more, count each hit scored from attack actions made by this fighter as a critical hit instead.</p>
	<p>[Triple] Ride for Vengeance: For the rest of the battle round, add the number of friendly fighters with the Thunderstrike Stormcasts (☉) runemark that are taken down and do not have the Beast (☿) runemark to this fighter's Move characteristic and the Attacks characteristic of melee attack actions made by this fighter.</p>

STORMCAST ETERNALS: VANGUARD AUXILIARIES
 Add the following fighter profiles and abilities. Ardorn Flamerunner, Farasa Twice-risen and Yurik Velzaine can only be included once in your warband.

ARDORN FLAMERUNNER

1	4	4	2/4	

190

4 | 5 | 25

FARASA TWICE-RISEN 155

1	5	4	2/3	
10	3	4	1/4	

4 5 22

YURIK VELZAINÉ 190

1	3	4	2/4	
6-24	2	4	2/4	

4 5 20

VANGUARD AUXILIARIES STORMCAST FIGHTER ABILITIES	
	<p>[Double] Quiver of Tricks: Pick 1 of the following effects:</p> <p>Pick a visible enemy fighter within 12" of this fighter. Subtract 1 from that fighter's Move characteristic for the rest of the battle round.</p> <p>Pick an objective within 12" of this fighter. The first time this battle round that an enemy fighter ends a move action within 3" of that objective, allocate D3 damage points to them as a reaction.</p>
	<p>[Triple] Your Duty Remains Undone, Farasa! Pick a friendly fighter with the Emberwatch () and Champion () runemarks that has been taken down, then roll a number of dice equal to the value of this ability. On any rolls of 3+:</p> <ul style="list-style-type: none"> Set up that fighter on a platform or the battlefield floor, more than 6" from all enemy fighters. The fighter set up on the battlefield no longer counts as being taken down. Remove a number of damage points allocated to that fighter equal to the number of rolls of 3+ that were made.
	<p>[Quad] The Raptors of Sigmar: Pick a visible enemy fighter within 1" of this fighter to be the target. Roll a D6 for each damage point allocated to that target. For each roll of 3+, allocate 1 damage point to the target. Add 1 to each roll if this fighter has the Hero () runemark.</p>

SERAPHON

The following fighter profiles in the *Warcry Compendium* are no longer intended for Matched Play and have been replaced with an appropriate fighter profile below:

• Kroxigor

Add the following fighter profiles and abilities:

AGGRADON LANCER ALPHA WITH CELESTITE CLUB 245

1	4	4	3/4	
8	4	25		

AGGRADON LANCER ALPHA WITH CELESTITE SPEAR 235

2	4	4	2/5	
8	4	25		

RAPTADON HUNTER ALPHA 140

2	3	2	1/3	
3-8	2	3	1/3	

10 2 14

RAPTADON CHARGER ALPHA 135

1	4	3	1/3	
10	2	14		

SAURUS SCAR-VETERAN ON AGGRADON 295

1	4	5	3/5	
8	4	30		

AGGRADON LANCER WITH CELESTITE CLUB

1	3	4	3/4				

185

8 4 20

KROXIGOR

2	2	6	4/8				

200

4 5 28

AGGRADON LANCER WITH CELESTITE SPEAR

2	3	4	2/5				

180

8 4 20

KROXIGOR WARSPAWNED

2	3	5	3/6				

205

4 5 28

RAPTADON CHARGER

1	3	3	1/3				

110

10 2 12

RAPTADON HUNTER

2	3	2	1/3				
3-8	2	3	1/3				

120

10 2 12

SPAWN OF CHOTEC

1	2	4	2/4				
3-7	2	5	2/3				

130

6 4 18

SERAPHON FIGHTER ABILITIES	
	[Triple] Predatory Leap: This fighter makes a bonus move action up to 3" and can fly as part of that move action. After this fighter finishes that move, you can pick a visible enemy fighter within 1" of this fighter. If you do so, allocate a number of damage points equal to half the value of this ability (rounding up) to that fighter.
	[Double] Brutal Blows: A fighter can only use this ability if they are within 1" of 2 or more enemy fighters. Add half the value of this ability (rounding up) to the Attacks characteristic of the next melee attack action made by this fighter.
	[Double] Spawn of Sotek: Add 2 to the Attacks characteristic of melee attack actions made by this fighter this activation while 1 or more endangered friendly fighters are within 6" of them. A friendly fighter is endangered if it has the Minion (♣) runemark and is: within 1" of 1 or more enemy fighters and/or has 1 or more damage points allocated to them.
	[Double] Raptadon Tactics: If this fighter has a weapon with the Ranged Weapon (7) runemark on their fighter profile, this fighter makes a bonus move action of a number of inches equal to the value of this ability. Otherwise, add 2 to the Attacks characteristic of this fighter's melee attack actions until the end of their activation.

Add the following fighter profiles and abilities. Kro-Jax; So-Kar; and Ro-Tak, the Guardian can only be included once in your warband.

KRO-JAX, THE AEGIS

| 1 | 4 | 5 | 3/5

240

4 | 5 | 30

SO-KAR

| 1 | 4 | 4 | 2/4

140

4 | 4 | 16

RO-TAK, THE GUARDIAN

| 2 | 4 | 4 | 2/4

150

4 | 4 | 16

IDONETH DEEPKIN

Add the following fighter profiles and abilities:

IDONETH DEEPKIN FIGHTER ABILITIES	
	<p>[Triple] The Surging Sea: For the rest of the battle round, each time a friendly fighter with the Idoneth Deepkin (☉) runemark within 6" of this fighter makes a move action, you can add 2 to their Move characteristic for that action.</p>
	<p>[Triple] Whirlpool's Fury: For the rest of the battle round, visible enemy fighters within 3" of this fighter cannot make disengage actions while they are within 3" of this fighter. In addition, subtract 1 from the damage points allocated to friendly fighters by each hit from attack actions made by those enemy fighters (to a minimum of 1).</p>

IKON OF THE SEA

| 2 | 3 | 5 | 3/4

180

6 | 3 | 20

IKON OF THE STORM

| 1 | 5 | 4 | 2/5

200

6 | 3 | 20

SERAPHON FIGHTER ABILITIES	
	<p>[Double] Sotek's Venomites: If no enemy fighter has a Sotek's Venomites token, pick a visible enemy fighter within 6" of this fighter and give them a Sotek's Venomites token for the rest of the battle. While that enemy fighter has that token, if a melee attack action that targets that enemy fighter scores any critical hits, allocate D3 damage points to that enemy fighter. If a fighter with a Sotek's Venomites token is removed from the battlefield, remove that Sotek's Venomites from the battlefield.</p>
	<p>[Double] Dedicated Guardian: Until the end of the battle round, friendly fighters with the Hero (★) runemark and the Jaws of Itzl (☉) runemark cannot be targeted while they are within 1" of this fighter.</p>
	<p>[Quad] Sunblooded Quickening: Until the start of this fighter's next activation, add 3 to the Move characteristic of visible friendly fighters with the Seraphon (☉) runemark that do not have the Mount (🐎) or Fly (🕊) runemarks and that start their activation within 6" of this fighter.</p>

KHARADRON OVERLORDS

Abilities

Change the 'Fight for Profit' ability to read:
 'Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by friendly fighters while they are within 3" of this fighter. If this fighter is carrying treasure or is within 3" of an objective, add 1 to the Attacks characteristic of all attack actions made by those fighters instead.'

Add the following fighter profiles and abilities:

CODERWRIGHT 95

1	3	3	1/3		
8	2	3	1/3		

3 | 4 | 16

KHARADRON OVERLORDS FIGHTER ABILITIES

	[Double] I Think You'll Find...: Enemy fighters cannot use abilities or reactions until the next time a friendly fighter activates this battle round or until the end of the battle round, whichever comes first.
--	---

NULL-KHEMIST 280

1	3	3	2/3		
8	6	6	2/2		

10 | 4 | 25

VONGRIM HARPOON CREW 115

1	3	3	1/3		
8	3	3	1/3		

10 | 3 | 14

VONGRIM SALVAGER 120

1	3	3	2/3		
8	2	3	1/3		

10 | 3 | 14

KHARADRON OVERLORDS FIGHTER ABILITIES

	[Double] Light Endrinpack: This fighter makes a bonus move action of 3". If they are within 1" of any enemy fighters, they instead make a bonus move action of 10" and can pass through enemy fighters when they do so.
	[Double] Spotter's Flaregun: Pick an enemy fighter or objective within 6" of this fighter to be the target. For the rest of the battle round, subtract 1 from the Toughness of enemy fighters while they are within 3" of and visible to the target.
	[Triple] Protection of the Void: This unit cannot be affected by enemy abilities until the start of their next activation. In addition, for the rest of the battle round, add 2 to the Damage characteristics of this unit's attack actions if the target has the Mystic (☉) and/or Priest (☠) runemarks.

SYLVANETH

Add the following fighter profiles and abilities. Ylarin, Master of the Paths; Cullon, Axe of Kurnoth; and Lenwythe, Eye of the Forest can only be included once in your warband.

YLARIN, MASTER OF THE PATHS 175

	2	4	4	2/4			175
	8	2	4	2/4			

CULLON, AXE OF KURNOOTH 165

	1	4	5	3/4			165

LENWYTHE, EYE OF THE FOREST 160

	1	2	3	2/3			160
	3/12	2	3	2/4			

SYLVANETH FIGHTER ABILITIES	
	[Double] The Endless Hunt: For the rest of the battle round, if this fighter makes a bonus move action as a result of the 'Herald's Pride' or 'Precision Volley' ability, they can move 6" instead of 3" and they can pass through enemy fighters when they do so.
	[Double] Herald's Pride: Another friendly fighter with the Heralds of Kurnoth () runemark can make a bonus move action of 3". Then, if the next melee attack action made by this fighter this activation scores any hits or critical hits, allocate a number of damage points to that enemy fighter equal to the value of this ability, or allocate 6 damage points instead if a friendly fighter with the Hero () and Heralds of Kurnoth () runemarks is within 1" of that enemy fighter.
	[Double] Precision Volley: Another friendly fighter with the Heralds of Kurnoth () runemark can make a bonus move action of 3". Then, add 1 to the Attacks characteristic of the next missile attack action made by this fighter this activation and that attack action can target enemy fighters within 1" of any friendly fighters. If a friendly fighter with the Hero () and Heralds of Kurnoth () runemarks is within 1" of that enemy fighter, that attack action scores critical hits on a 5+.

AGENTS OF CHAOS

DISCIPLES OF TZEENTCH: DAEMONS

Abilities

Replace the 'Champion (★)' runemark of the 'Split' ability with the 'Elite (☆)' runemark.

Pyrocaster Fighter Profile

Add the Fly (✈) runemark.

Flamer of Tzeentch Fighter Profile

Add the Fly (✈) runemark.

Exalted Flamer of Tzeentch Fighter Profile

Add the Fly (✈) runemark.

MAGGOTKIN OF NURGLE: ROTBRINGERS

Abilities

Change the 'Virulent Discharge' ability to read:
 [Double] **Spurting Mucus:** Until the end of the battle round, each time this fighter is allocated a damage point by a melee attack action made by an enemy fighter, roll a dice. On a 3+ allocate 1 damage point to that enemy fighter.'

Add the following fighter profile and ability:

ROTBRINGERS FIGHTER ABILITIES	
	<p>[Quad] Toll of the Doom Bell: Until the end of the battle round, enemy fighters cannot use reactions or abilities while they are within 7" of this fighter.</p>

HEDONITES OF SLAANESH: SYBARITES

Add the following fighter profile and ability:

SLAANESH SYBARITES FIGHTER ABILITIES	
	<p>[Double] You First, I Insist: Pick a visible enemy fighter within 1" of this fighter. That enemy fighter makes a bonus attack action targeting this fighter. Until the end of this fighter's activation:</p> <ul style="list-style-type: none"> • Add 2 to the Attacks and Strength characteristics of melee attack actions made by this fighter that target that enemy fighter. • Add 3 to the damage points allocated by each critical hit from melee attack actions made by this fighter that target that enemy fighter.

THE UNMADE

Abilities

Change the 'Vessel of Torment' ability to read:
 'A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. This fighter can make a bonus move action. Then, this fighter can make a bonus attack action.'

CORVUS CABAL

Abilities

Change the 'Swooping Attack' ability to read:
 'This fighter makes a bonus move action. In addition, if the fighter finishes that move action 2" or more vertically lower than their starting position, they can make a bonus attack action.'

Change the 'Death from Above' ability to read:
 'This fighter makes a bonus move action. Then, they can make a bonus attack action. Add 1 to the Strength characteristic of that attack action if the fighter finished the move action 2" or more vertically lower than their starting position.'

CYPHER LORDS

Abilities

Change the 'Shadowy Recall' ability to read:
 'Pick a friendly fighter with the **Minion (◆)** runemark. Remove that fighter from the battlefield, then set that fighter up on a platform or the battlefield floor within 6" of this fighter.'

SKAVEN

Abilities

Change the 'Lead from the Back' ability to read:
 'Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 6" of this fighter.'

Add the following fighter profile and abilities:

CLAWLORD ON GNAW-BEAST

WARLOCK ENGINEER WITH WARLOCK JEZZAIL

The following fighter profiles in the Warcry Compendium are no longer intended for Matched Play and have been replaced with an appropriate fighter profile below:

- Rat Ogor
- Rat Ogor with Warfire Gun

RAT OGOR

RAT OGOR WITH WARFIRE GUN

SKAVEN FIGHTER ABILITIES	
	<p>[Double] Unleashed Warp-fury: This fighter makes a bonus attack action. At the end of this fighter's activation, allocate a number of damage points to this fighter equal to the number of damage points allocated to this fighter.</p>
	<p>[Triple] Forward, Minions!: Pick a visible friendly fighter with the Skaven (Y) runemark and that does not have the Hero (H) or Monster (M) runemark wholly within 6" of this fighter. That fighter can make a bonus attack action and a bonus move action up to a number of inches equal to the value of this ability. If an enemy fighter is not taken down by damage points allocated by that attack action, or if that move action does not end within 1" of an enemy fighter, allocate D6 damage points to that friendly fighter.</p> <p>Designer's Note: <i>They are punished for their incompetence!</i></p>
	<p>[Triple] Warpstone Sights: Pick a visible enemy fighter within 18" of this fighter. For the rest of this fighter's activation, subtract the value of this ability from the Toughness characteristic of that enemy fighter (to a minimum of 1).</p> <p>If this fighter has not moved this activation and the value of this ability is equal to or greater than the unmodified Toughness characteristic of that enemy fighter, count each hit scored from the next missile attack action made by this fighter this activation that targets that enemy fighter as a critical hit instead.</p> <p>Before the Total Damage step for each of this fighter's missile attack actions this activation, this fighter makes a bonus move action up to a number of inches equal to half the value of this ability, directly away from the target of that missile attack and as if they were jumping.</p>

Add the following fighter profiles and abilities. Zikkit Rockgnaw, Rittak Verm, Krittatok, Nitch Singe-snout and Tik Tik can only be included once in your warband.

ZIKKIT ROCKGNAW

Zikkit Rockgnaw character card showing stats: 205 health, 6 movement, 4 vision, 18 armor. Abilities: 2, 4, 4, 2/4.

RITTAK VERM

Rittak Verm character card showing stats: 225 health, 8 movement, 4 vision, 22 armor. Abilities: 1, 3, 6, 3/4.

KRITTATOK

Krittatok character card showing stats: 80 health, 6 movement, 3 vision, 8 armor. Abilities: 1, 4, 3, 1/3.

NITCH SINGE-SNOUT

Nitch Singe-snout character card showing stats: 100 health, 6 movement, 3 vision, 8 armor. Abilities: 1, 2, 3, 1/3; 3-8, 2, 4, 2/3.

TIK TIK

Tik Tik character card showing stats: 75 health, 6 movement, 2 vision, 4 armor. Abilities: 1, 1, 1, 1/1.

SKAVEN FIGHTER ABILITIES	
	[Double] Tunnel-skitter: Pick a point on the battlefield floor or a platform within 9" of this fighter. Then, remove this fighter from the battlefield and set them up within 1" of that point and more than 5" from all enemy fighters.
	[Double] Tick Tick Tick...: If your Tik Tik is taken down and is listed on your warband roster, set up a friendly Tik Tik within 1" of this fighter. That Tik Tik cannot move this turn.
	[Double] Kaboom!: Allocate D3 damage points to each enemy fighter within 3" of this fighter and gain 1 wild dice. Then, remove this fighter from the battlefield (this fighter is taken down).
	[Triple] Vrrrrrrmmmmmm!: If this fighter is within 3" of the battlefield edge, remove this fighter from the battlefield, then roll a dice. Then, set them up on the battlefield floor, within 3" of the battlefield edge and more than X" from all enemy fighters, where X is equal to the roll.
	[Quad] Drill-drill the Fool-Foe!: Pick a visible enemy fighter within 1" of this fighter and roll 6 dice. For each roll that is equal to or less than the value of this ability, allocate 1 damage point to that enemy fighter, subtract 1 from the value of this ability and roll those dice again. Keep rolling in this way until the value of this ability is 0 or none of the dice rolled are equal to or less than the value of this ability.

SLAVES TO DARKNESS

The following fighter profiles in the *Warcry Compendium* are no longer intended for Matched Play and have been replaced with an appropriate fighter profile below:

- Exalted Champion
- Chaos Chosen

Add the following fighter profiles and ability:

CHAOS CHOSEN
EXALTED CHAMPION

1 4 5 3/4

4 5 24

190

THORAKON WITH GOROAN
FALCHION AND SHIELD

1 4 5 2/4

5 6 28

210

THORAKON WITH GOROAN
GREAT AXE

2 4 5 3/6

5 5 28

275

CHAOS CHOSEN

1 3 5 3/4

4 5 20

145

OGROID THERIDON
WITH GOROAN FALCHION
AND SHIELD

1 4 5 2/4

5 6 28

195

OGROID THERIDON WITH
GOROAN GREAT AXE

2 3 5 3/6

5 5 28

220

SLAVES TO DARKNESS FIGHTER ABILITIES

[Double] **Unleashed Savagery:** A fighter can only use this ability once per battle. Roll a number of dice equal to the value of this ability. For each roll of 4+, add 1 to the Strength and Attacks characteristics of the next melee attack action made by this fighter this activation. Add 1 to each roll if there is a visible friendly Ogroid Myrmidon within 6" of this fighter.

BLADES OF KHORNE: BLOODBOUND
 Add the following fighter profiles and abilities:

DEATHBRINGER  180


 1
  3
  5
  3/4





 4
  5
  26







REALMGORE RITUALIST  130


 1
  3
  4
  2/4





 4
  3
  18

BLADES OF KHORNE FIGHTER ABILITIES	
  	<p>[Triple] Killer of Kings: Pick an enemy fighter that was allocated any damage points this activation by any of this fighter's melee attack actions to be the target and roll a number of dice equal to the value of this ability. On any unmodified rolls of 6, allocate a number of damage points to that enemy fighter equal to their Wounds characteristic. Those damage points cannot be ignored.</p>
  	<p>[Triple] Desecrating Blood Runes: Pick a terrain feature within 1" of this fighter. For the rest of the battle round, if a melee attack action made by a friendly fighter within 3" of that terrain feature and that has the Blades of Khorne: Bloodbound (☉) runemark scores any critical hits, allocate D3 damage points to the target of that attack action after that attack action is resolved.</p>

Add the following fighter profiles and abilities. Kamandora, Throkk, Ghalista, Antro Krast and Kannat can only be included once in your warband.

KAMANDORA  90


 1
  4
  2
  1/5




 5
  3
  25

THROKK  95


 1
  3
  3
  3/4

 5
  3
  12

GHALISTA  70


 1
  3
  3
  1/3

 5
  3
  12

ANTRO KRAST  70





 1
  3
  3
  1/3

 5
  3
  12

KANNAT  70


 1
  2
  3
  1/2

 6
  3
  6

BLADES OF KHORNE FIGHTER ABILITIES	
 	<p>[Double] Eruption of Hate: For the rest of the battle round, add 1 to the Attacks characteristic of melee attack actions used by friendly fighters with the Kamandora's Blades (☉) runemark for each enemy fighter that is bleeding out.</p>
	<p>[Double] Bleed 'Em Slow: Pick each enemy fighter that was allocated any damage points by this fighter's attack actions this activation. That fighter is bleeding out. At the start of each battle round, after the initiative roll, allocate D3 damage points to each enemy fighter that is bleeding out.</p>

MAGGOTKIN OF NURGLE: DAEMONS OF NURGLE
 Add the following fighter profiles and abilities. Phlegmus Potbelly, Bug-eye Dripterus, Slunge, Maggoty Strewg and Squort can only be included once in your warband.

PHLEGMUS POTBELLY

BUG-EYE DRIPTERUS

SLUNGE

MAGGOTY STREWG

SQUORT

DAEMONS OF NURGLE FIGHTER ABILITIES	
	[Double] Growing Infections: Give this fighter a cycle counter and roll a dice. If the roll is equal to or less than the value of this ability, you gain the ability dice you spent to use this ability, at the same value. For the rest of the battle round, add 1 to the critical damage value of this fighter's melee weapon for each cycle counter they have. Cycle counters are not discarded at the end of the battle round.
	[Double] Sucking Proboscis: Pick a visible enemy fighter within 1" of this fighter to be the target and roll a dice. Allocate a number of damage points to the target equal to the roll. If you allocate 5 or more damage points to the target using this ability, this fighter is taken down.
	[Triple] The Grand Cycle of Decay: Each friendly fighter's cycle counters must be given to another friendly fighter on the battlefield with the Grandfather's Gardener's (☠) runemark. Each fighter may only be given cycle counters once each time this ability is used.

HELSMITHS OF HASHUT

Add the following fighter profiles and abilities. Zuldrakka, Imnidrin, Morudok, Tokkor and Grisk can only be included once in your warband.

ZULDRAKKA

175

3 | 5 | 25

IMNIDRIN

90

3 | 4 | 12

MORUDOK

90

3 | 4 | 12

TOKKOR











125

3 | 4 | 12

GRISK

75

4 | 3 | 8

HELMSMITHS OF HASHUT FIGHTER ABILITIES	
 	[Quad] Cruellest of Despots: Pick up to 3 other visible friendly fighters within 6" of this fighter that have the Helmsmiths of Hashut (☞) runemark. In their next activation, each of those fighters can use a [double] ability without needing or using any ability dice. If those fighters have the Blood of the Bull (☠) runemark, those abilities have a value of 6.
 	[Double] Tyrannic Declarations: For the rest of the battle round, while they are within 3" of a friendly fighter with the Hero (★) and Blood of the Bull (☠) runemarks, friendly fighters with the Blood of the Bull (☠) runemark count as 1 additional friendly fighter when determining control of objectives. In addition, if the value of this ability is 6, add 1 to the Toughness characteristic of those fighters for the rest of the battle round.
 	[Double] Daemonic Vigour: Add 1 to the damage points allocated by each critical hit from the next melee attack made by this fighter this activation. If the value of this ability is 6, add 1 to the Strength characteristic of that attack action and add 1 to the Attacks characteristic of that attack action.
 	[Double] Daemonic Blaze: Pick an enemy fighter that had any damage points allocated to them by this fighter this activation. That fighter cannot use reactions for the rest of the battle round. In addition, if the value of this ability is 6, that fighter cannot use abilities for the rest of the battle round.
 	[Double] Tenacious and Cowardly: The next time this battle round that this fighter is taken down, all remaining damage points that would be allocated to them are ignored, then remove 1 damage point allocated to this fighter. If the value of this ability is 6, remove D3 damage points allocated to this fighter instead.

BRINGERS OF DEATH

SOULBLIGHT GRAVELORDS

Hero Abilities

Change the 'Summon Undead Minions' ability to read: 'Pick a friendly fighter with the **Soulblight Gravelords** (☠) faction runemark and the **Minion** (♠) runemark that has been taken down. Set that fighter up on a platform or the battlefield floor, wholly within 3" of this fighter. If that fighter has the **Elite** (♣) runemark, remove a number of damage points allocated to that fighter equal to the value of this ability. Otherwise, that fighter has no damage points allocated to it. That fighter no longer counts as being taken down.'

Fighter Profiles

Replace all instances of 'Grave Guard' with 'Barrow Guard'. In Matched Play games, Barrow Guard models must be mounted on 28mm bases.

In Matched Play games, Wight King on Skeletal Steed models must be mounted on 80mm bases.

Add the **Elite** (♣) runemark to the following fighter profiles:

- Seneschal
- Skeleton Champion with Mace
- Skeleton Champion with Halberd
- Barrow Guard with Wight Blade and Crypt Shield
- Barrow Guard with Great Wight Blade

Add the following fighter profiles and abilities.

Cado Ezechiar, Aurelias and Sissendra can only be included once in your warband.



SOULBLIGHT GRAVELORDS FIGHTER ABILITIES

	<p>[Quad] Spirit Guidance: Pick 1 of the following effects:</p> <ul style="list-style-type: none"> • Add 1 to the Attacks and Damage characteristics of this fighter's melee weapons until the end of their activation. • Add 3 to this fighter's Move characteristic until the end of their activation and this fighter has the Fly (☁) runemark until the end of their activation.
	<p>[Triple] Arcane Expertise: Pick another visible friendly fighter with the Hollow Blades (⚔) and Hero (♣) runemarks within 6" of this fighter. That other fighter can use the 'Rush', 'Onslaught' or 'Respite' abilities once during their next activation this battle round without needing or using any ability dice. That ability does not count towards the number of abilities that fighter can use in that activation.</p>
	<p>[Triple] Graceful Killer: Pick an enemy fighter within 3" of this fighter. Place this fighter within 1" of that enemy fighter. After this fighter's final action this activation, you can pick a point within 3" of this fighter. Place this fighter as near as possible to that point and more than 1" from all enemy fighters.</p>

NIGHTHAUNT

Abilities

Remove the **Destroyer** (☠) runemark requirement from the 'Frightful Touch' ability.

Change the 'Frightful Touch' ability to read:
 'Until the end of this fighter's activation, count each hit from melee attack actions made by them as a critical hit instead. In addition, if this fighter has the **Destroyer** (☠) runemark, add 1 to the Attacks characteristic of melee attack actions made by this fighter this activation.'

Add the following fighter profile and ability:

LORD VITRIOLIC 140

1	2	4	2/4				
3-8	2	3	2/4				

6 4 25

NIGHTHAUNT FIGHTER ABILITIES



[Triple] Spectral Alchemy:
 Pick a visible enemy fighter that was allocated any damage points by this fighter's missile attack actions this activation to be the target. Add 1 to the damage points allocated by each hit from melee attack actions made by friendly fighters with the **Nighthaunt** (☠) runemark that target that enemy fighter for the rest of the battle round.

FLESH-EATER COURTS

The fighter profiles and abilities on pages 142-143 are no longer intended for Matched Play and have been replaced by the fighter profiles and abilities on pages 5-7 of *Warcry Compendium: Bringers of Death*, available to download on warhammer-community.com

Add the following fighter profile and ability. **High Falconer Felgryn can only be included once in your warband.**

HIGH FALCONER FELGRYN 160

1	3	4	2/4				
6-20	2	3	1/2				

5 3 18

FLESH-EATER COURTS FIGHTER ABILITIES



[Triple] Eye Shred:
 Pick a visible enemy fighter that was allocated any damage points this activation by any of this fighter's missile attack actions to be the target. Give that target a Grype token. **That target cannot score critical hits while they have that token** (hit rolls that would be critical hits score hits instead). If any damage points allocated to a fighter with a Grype token would be removed, remove that Grype token instead. There cannot be more than one enemy fighter with a friendly Grype token on the battlefield.

OSSIARCH BONEREAPERS

Add the following fighter profile and ability:

MORTISAN OSSIFECTOR 140

1	3	3	1/4				
3-7	2	3	3/6				

4 4 20

OSSIARCH BONEREAPERS FIGHTER ABILITIES



[Double] Refined Creations:
 Pick a visible friendly fighter with the **Ossiarch Bonereapers** (☠) faction runemark and the **Fly** (☠) runemark within 3" of this fighter. Until the end of the battle round, add half the value of this ability (rounding up) to the Attacks characteristic of the next melee attack action made by that fighter.

HARBINGERS OF DESTRUCTION

GLOOMSPITE GITZ

Abilities

Where the 'Pile On' reaction says to 'Pick another friendly fighter', change that to read 'Pick another friendly fighter with the **Gloomspite Gitz** (☾) runemark.

Change the 'Spore Cloud' reaction to require the **Scout** (👁️) runemark, instead of the **Agile** (🏃) runemark.

Change the 'Madcap Destruction' ability to read: 'Roll a dice. This fighter can make a bonus move action up to double the value of the result. If this fighter finishes that move action within 1" of one or more visible enemy fighters, pick 1 of those enemy fighters. Allocate a number of damage points to that enemy fighter equal to the value of the result.'

Add the following fighter profiles and abilities:

RABBLE-ROWZA 130

SQUIGBOSS WITH GNASHA-SQUIG 135

SNARLFANG RIDER GITBOSS 215

SNARLFANG RIDER 175

SNARLPACK BOSS 280

SNARLPACK CAVALRY 230

GLOOMSPITE GITZ FIGHTER ABILITIES	
	[Double] Over Here, Ya Lug! Pick a visible enemy fighter with the Monster (☾) runemark that is within 6" of this fighter. Until the end of the battle round, that enemy fighter cannot end move actions further from this fighter.
	[Double] Can't Catch Us! A fighter can only use this ability if they have made one or more missile attack actions this activation. This fighter makes a bonus move action of a number of inches equal to the value of this ability.
	[Double] Mycophile's Pouch: Until the end of the battle round, add 1 to the Attacks characteristic of friendly fighters with the Gloomspite Gitz (☾) faction runemark and either the Fly (🦋) runemark or the Beast (🐾) runemark while they are within 6" of this fighter.
	[Double] Slaverling Jaws: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. This fighter can make a bonus move action. If that move action ends within 1" of an enemy fighter, add 1 to this fighter's Toughness characteristic for the rest of the battle round.

BORGIT'S BEASTGRABBAZ

Add the following fighter profiles and abilities. Borgit Wolf-Killa; Uglug; Rigg and Shamm; Snagz and Hobblin' Dreg can only be included once in your warband.

BORGIT WOLF-KILLA







1 | 4 | 4 | 2/4






140





UGLUG







1 | 3 | 4 | 2/4





120





RIGG AND SHAMM







2 | 3 | 2 | 1/3





60





SNAGZ







2 | 3 | 2 | 1/3





50





HOBBLIN' DREG







1 | 2 | 2 | 1/3





75















3-12 | 2 | 3 | 1/3

BORGIT'S BEASTGRABBAZ FIGHTER ABILITIES	
 	<p>[Double] Shank Dat Git: If there are no enemy trofees, pick a visible enemy fighter to be the trofee until they are taken down. In addition, add 2 to the Attacks characteristic of melee attack actions made by friendly fighters with the Borgit's Beastgrabbaz (♣) runemark that target the trofee.</p>
	<p>[Triple] Da Bait: Pick a friendly fighter with the Borgit's Beastgrabbaz (♣) runemark wholly within 6" of and visible to a friendly fighter with the Borgit's Beastgrabbaz (♣) and Hero (♣) runemarks to be da bait for the rest of the battle round. Enemy fighters visible to and within a number of inches of da bait equal to the highest Range characteristic of any melee weapons they have must target da bait with all melee attack actions they make.</p>
	<p>[Quad] Gittish Taktikz: Pick an enemy fighter that is visible to this fighter. Allocate a number of damage points to that enemy fighter equal to twice the number of friendly fighters with the Borgit's Beastgrabbaz (♣) runemark within 3" of them. If the target is the trofee, allocate a number of damage points to that enemy fighter equal to four times the number of friendly fighters with the Borgit's Beastgrabbaz (♣) runemark within 3" of them instead.</p>

IRONJAWZ

Abilities

Change the 'Duff Up Da Big Thing' ability to require the **Brute** (★) runemark instead of the **Bulwark** (⊕) runemark.

The following fighter profiles in the *Warcry Compendium* are no longer intended for Matched Play and have been replaced with an appropriate profile below:

- Ardboy Boss with Ardboy Choppas
- Orruk Ardboy with Ardboy Choppas
- Orruk Ardboy with Ardboy Choppa and Orruk-forged Shield
- Orruk Ardboy with Ardboy Big Choppa

Add the following fighter profiles and abilities:

ARDBOY WITH CHOPPA

ARDBOY WITH STIKKA







ARDBOY BOSS WITH CHOPPA

ARDBOY BOSS WITH STIKKA

ARDBOY BIG BOSS

BRUTE RAGER

BRUTE WREKKA

IRONJAWZ FIGHTER ABILITIES	
 	[Double] You Ain't That Big: The following apply to this fighter's next melee attack action this activation if the target has a higher Wounds characteristic than this fighter or has the Hero (★) runemark: <ul style="list-style-type: none"> • Add 2 to the Attacks characteristic of that attack action. • Critical hits are scored on a 5+ for that attack action.
 	[Double] Berserk Whirlwind: Allocate a number of damage points equal to half the value of this ability (rounding up) to each visible enemy fighter within 3" of this fighter.
 	[Triple] Shield Smash: Pick an enemy fighter within 1" of this fighter to be the target. The target moves 3" directly away from this fighter as if they were jumping, even if they are within 1" of any enemy fighters. In addition, if this fighter is within 6" of a friendly fighter with the Ironjawz (⊕) runemark and the Icon Bearer (★) runemark, allocate a number of damage points to the target equal to the value of this ability.

KRULEBOYZ

Add the following fighter profile and ability:

HOBGROT SLITTABOSS

KRULEBOYZ FIGHTER ABILITIES

[Double] Keep Your Heads Down and Scarper, Ladz...:
Add 1 to the Move and the Toughness characteristics of friendly fighters with both the **Kruleboyz** (☉) and the **Minion** (♠) runemarks while they are within 6" of this fighter for the rest of the battle round.

OGOR MAWTRIBES

Add the following fighter profile and ability:

BLOODPELT HUNTER

OGOR MAWTRIBES FIGHTER ABILITIES

[Triple] Haul 'Em In: This fighter makes a bonus attack action. After that attack action, the target of that attack action makes a bonus move action directly towards this fighter, as if they were jumping, a number of inches equal to the value of this ability. When doing so, they can move away from enemy fighters within 1" at the start of that move action.

DESIGNERS' COMMENTARY

Q: Some abilities affect friendly fighters within a certain distance of the user e.g. 'Fight for Profit' or 'Ignited Fervour'. Does the user themselves benefit from those abilities?

A: Yes, unless the ability refers to 'other friendly fighters' or requires the fighters affected by the ability to be visible to the user (fighters are not visible to themselves).

CITIES OF SIGMAR

Q: A Dispossessed fighter uses the 'Over My Dead Body' ability. How many models do they count as for the purposes of controlling objectives?

A: 3.

Q: If the same Dispossessed fighter uses the 'Over My Dead Body' ability multiple times in a battle round, does its effect stack?

A: Yes. For example, if the same fighter used the ability twice in the same battle round, that fighter would count as 5 models for the purposes of controlling objectives.

DISCIPLES OF TZEENTCH: DAEMONS

Q: The abilities 'Split', and 'Split Again' add new fighters to your warband. How does this interact with victory cards that relate to the number of fighters in a battle group and/or warband?

A: The new fighters are added to your warband but are not part of any battle group.

Q: If a Horror uses either the 'Split' or the 'Split Again' ability, can the new Horrors activate in that battle round?

A: Yes.

Q: The Screamer of Tzeentch's 'Latching Bite' ability refers to a 'target fighter'. Who is the target fighter?

A: The 'target fighter' is the target of the melee attack action made by the Screamer of Tzeentch that used the ability.

Q: A Screamer of Tzeentch uses the 'Latching Bite' ability. Does that Screamer have to make a melee attack action in order to prevent the target of that attack action from making move or disengage actions?

A: Yes.

SKAVEN

Q: How does the Recite from the Book of Woes ability work?

A: Until the end of the round, enemy fighters cannot use abilities while they are within 3" of the fighter that used the ability. This has no effect on abilities used by fighters more than 3" from the fighter that used the ability. It also has no effect on reactions.

6. BLADEBORN FIGHTERS

Bladeborn fighters are elite warriors as varied as the Mortal Realms themselves, with skills and missions that set them apart from even their closest allies. Some Bladeborn fighters belong to small warbands made up of fellow Bladeborn, whilst others are mighty individuals who can even battle an entire enemy warband alone and emerge triumphant! Bladeborn do not follow the same rules as normal fighters. You can read how to include them in your warbands below.

GRAND ALLIANCES

Each Bladeborn fighter belongs to a Grand Alliance. A fighter's Grand Alliance determines which warbands that fighter can ally with outside of their faction (see 'Factions and Allies' below).

FACTIONS AND ALLIES

Each Bladeborn fighter belongs to a faction, which is determined by their faction runemark (Core Book, pg 80).

- You can add any Bladeborn fighter to your warband if both your warband and that Bladeborn fighter share the same faction runemark. For example, Dhoraz Giant-fell can be added to any Thunderstrike Stormcasts warband.
- You can add any Bladeborn fighter with the Hero runemark to your warband as an ally if that fighter shares the same Grand Alliance runemark as your warband. If you do, other fighters that share a Bladeborn runemark with that fighter can be added to your warband as allies. Fighters included in your warband in this manner, i.e. those that do not have the **Hero** (✱) runemark, do not count towards the total number of allies you can include in your warband but do cost points like any other fighter. For example, in open and matched play, you can include up to 2 allies in your warband. If you were to include Calthia Xandire as an ally, you could also include any other fighters with the **Xandire's Truthseekers** (☉) Bladeborn runemark in your warband as allies.
- Bladeborn fighters cannot be added to a warband more than once.

BLADEBORN IN OPEN AND MATCHED PLAY

In open play and matched play, when picking your warband for a battle, you can include any Bladeborn fighters if their faction runemark is the same as the one chosen for your warband.

BLADEBORN IN NARRATIVE PLAY

In narrative play, you can add Bladeborn fighters to your warband roster if their faction runemark is the same as the one chosen for your warband. In addition, Bladeborn fighters with the **Hero** (✱) runemark can be added to your warband roster as an ally when you complete the 'Secure a Powerful Ally' quest (Core Book, pg 117) (you must still spend the glory required to do so).

If you include a Bladeborn fighter with the **Hero** (✱) runemark as an ally in your warband in the 'Manage Your Warband' step of the aftermath sequence (Core Book, pg 112), you can add any other fighters that share the same Bladeborn runemark as that fighter. Fighters included in your warband in this manner, i.e. those that do not have the **Hero** (✱) runemark, do not count towards the total number of allies you can include in your warband but do cost points like any other fighter (and you must still spend the glory required to do so). You cannot add the same type of Bladeborn fighter more than once to your warband roster.

Aftermath Sequence

In the aftermath sequence, the following rules apply to Bladeborn fighters:

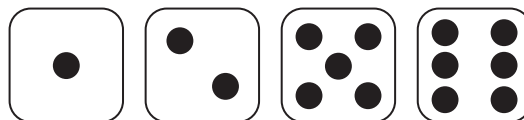
- Do not make injury rolls for Bladeborn fighters.
- Do not make renown rolls for Bladeborn fighters. Bladeborn fighters cannot gain renown.
- Bladeborn fighters cannot bear artefacts of power but a Bladeborn fighter chosen as your leader can have 1 heroic trait (which they begin with automatically).

RULES UPDATES

CRYPT OF BLOOD

Change the second paragraph and the first diagram of the Flurry of Blows battleplan as follows:

'We will assume that Vellas's hit rolls are 1, 2, 5 and 6.'



GORECHOSEN OF DROMM

Change the 'Overhead Smash' ability to read:

'You can only use this ability if this fighter has jumped and then moved 2" or more vertically downwards during this activation. Pick an enemy fighter within 1" of this fighter and roll a number of dice equal to the value of this ability. For each roll of 4+, allocate 3 damage points to that enemy fighter.'

THE SONS OF VELMORN

Add the **Elite** (✱) runemark to the following fighter profiles:

- Helmar the Hewer
- Marshal Faulk Velmorn
- Thain, Fourth and Last

DESIGNERS' COMMENTARY

CRYPT OF BLOOD – RULER

In some copies of *Warcry: Crypt of Blood*, the first inch of the ruler provided in this box is 3mm too long. Please bear this in mind when measuring distances for rules purposes.

7. POINTS UPDATES

SENTINELS OF ORDER		
FACTION	FIGHTER	POINTS
Daughters of Khaine	Khamyss	80
Daughters of Khaine	Kyrae	175
Daughters of Khaine	Kyrssa	85
Daughters of Khaine	Lethyr	85
Fyreslayers	Fjul-Grimnir	195
Fyreslayers	Mad Maegrim	80
Fyreslayers	Tefk Flamebearer	80
Fyreslayers	Vol Orrukbane	95
Hunters of Huanchi	Chameleon Skink Alpha with Dartpipe	80
Hunters of Huanchi	Chameleon Skink Hornblower with Dartpipe	65
Hunters of Huanchi	Chameleon Skink Hornblower with Moonstone Club	65
Hunters of Huanchi	Chameleon Skink with Dartpipe	60
Hunters of Huanchi	Chameleon Skink with Moonstone Club	65
Idoneth Deepkin	Alathyr	95
Idoneth Deepkin	Cephanyr	100
Idoneth Deepkin	Cyreni of the Abyss	165
Idoneth Deepkin	Duinclaw	110
Idoneth Deepkin	Elathain Ill-fated	165
Idoneth Deepkin	Renglaith	95
Idoneth Deepkin	Tammael	90
Khainite Shadowstalkers	Darkflame Warlock with Repeater Crossbows	100
Khainite Shadowstalkers	Shroudblade with Umbral Spear	85
Khainite Shadowstalkers	Slaughtershade with Shadow Whip	115
Khainite Shadowstalkers	Slaughtershade with Umbral Spears	115
Kharadron Overlords	Arkanaut Admiral	155
Kharadron Overlords	Arkanaut Company Privateer with Privateer Pistol and Arkanaut Cutter	60
Kharadron Overlords	Grundstok Thunderer with Aethercannon	130
Kharadron Overlords	Grundstok Thunderer with Grundstok Mortar	145
Kharadron Overlords	Bjorgen Thundrik	170
Kharadron Overlords	Dead-Eye Lund	115
Kharadron Overlords	Enrik Ironhail	140
Kharadron Overlords	Garodd Alensen	60
Kharadron Overlords	Khazgan Drakkskewer	185
Lumineth Realm-lords	Bahannar	90
Lumineth Realm-lords	Myari Lightcaller	120

SENTINELS OF ORDER		
FACTION	FIGHTER	POINTS
Monsters of Order	Kharibdyss	425
Monsters of Order	War Hydra	420
Seraphon	Huachi	95
Seraphon	Kixi-Taka, the Diviner	130
Seraphon	Klaq-Trok	175
Seraphon	Skink Handler	65
Seraphon	Skink with Moonstone Club and Star-buckler	65
Seraphon	Xepic	75
Stormcast Eternals Sacrosanct Chamber	Ammis Dawnguard	160
Stormcast Eternals Sacrosanct Chamber	Averon Stormsire	215
Stormcast Eternals Sacrosanct Chamber	Rastus the Charmed	160
Stormcast Eternals Vanguard Chamber	Almeric Eagle-Eye	135
Stormcast Eternals Vanguard Chamber	Elias Swiftblade	135
Stormcast Eternals Vanguard Chamber	Sanson Farstrider	170
Stormcast Eternals Warrior Chamber	Angharad Brightshield	125
Stormcast Eternals Warrior Chamber	Obryn the Bold	155
Stormcast Eternals Warrior Chamber	Paladin with Starsoul Mace	165
Stormcast Eternals Warrior Chamber	Retributor-Prime	190
Stormcast Eternals Warrior Chamber	Severin Steelheart	190
Sylvaneth	Ahnslaine	65
Sylvaneth	Althaen	75
Sylvaneth	Gallanghann	80
Sylvaneth	Karthaen, Huntcaller	85

SENTINELS OF ORDER		
FACTION	FIGHTER	POINTS
Sylvaneth	Lighaen	65
Sylvaneth	Sheoch	75
Sylvaneth	Skaeth the Huntsman	160
Sylvaneth	Ylthari	125
Thunderstrike Stormcasts	Annihilator with Grandhammer	155
Thunderstrike Stormcasts	Annihilator with Meteoric Hammer	140
Thunderstrike Stormcasts	Annihilator-Prime with Meteoric Hammer	190
Vulkyn Flameseekers	Kyndledroth	95
Vulkyn Flameseekers	Vulkyn Runefather with Drothvault Greataxe	150
Vulkyn Flameseekers	Vulkyn Runefather with Mastercrafted Bokaz	150
The Twistweald	Swarmsage	180
The Twistweald	Twistroot Dryad	100
The Twistweald	Twistroot Warden with Guardian Halberd	120
The Twistweald	Twistroot Warden with Guardian Bow	115
The Twistweald	Twistroot Warden with Spitespear	115
The Twistweald	Twistroot Revenant with Harvester Blade	105
The Twistweald	Twistroot Spite-Revenant with Briarlash	105
Wildercorps Hunters	Trailblazer with Twin Crossbows	100
Ydrilan Riverblades	Crestdancer with Roped Sickle	100
Ydrilan Riverblades	Crestdancer with Twin-spear	100
Ydrilan Riverblades	Pureflood Seneschal with Ythara Darts	200
Ydrilan Riverblades	Pureflood Seneschal with Ydrilan Warglaive	195
Ydrilan Riverblades	Pureflood Seneschal with Master's Blades	200

AGENTS OF CHAOS		
FACTION	FIGHTER	POINTS
Allies of Chaos	Fomoroid Crusher	270
Allies of Chaos	Ogroid Myrmidon	275
Beasts of Chaos	Draknar	125
Beasts of Chaos	Gnarl	85
Beasts of Chaos	Grashrak Fellhoof	185
Beasts of Chaos	Ushkor	85
Claws of Karanak	Hound of Wrath	150
Claws of Karanak	Packlord	185
Claws of Karanak	Blood Whelp with Barb-spear	75
Claws of Karanak	Blood Whelp with Claw-flail	75
Claws of Karanak	Brutaliser with Shredder Blade and Meat Hook	105
Claws of Karanak	Brutaliser with Shredder Blades	110
Corvus Cabal	Shrike Talon	170
Cypher Lords	Mirrorblade with Duelling Swords	120
Cypher Lords	Mirrorblade with Glaive	125
Disciples of Tzeentch: Arcanites	Kairic Acolyte with Cursed Blade and Arcanite Shield	75
Disciples of Tzeentch: Arcanites	Kairic Acolyte with Cursed Glaive and Arcanite Shield	75
Disciples of Tzeentch: Arcanites	Kairic Acolyte with Paired Cursed Blades	75
Disciples of Tzeentch: Arcanites	Kairic Acolyte with Vulcharc	70
Horns of Hashut	Demolisher with Flamehurler	140
Horns of Hashut	Shatterer	60
Khorne Bloodbound	Arnulf	70
Khorne Bloodbound	Blooded Saek	115
Khorne Bloodbound	Garrek Gorebeard	170
Khorne Bloodbound	Ghartok Flayskull	95
Khorne Bloodbound	Karsus the Chained	120
Khorne Bloodbound	Magore Redhand	155
Khorne Bloodbound	Riptooth	185
Khorne Bloodbound	Targor	70
Khorne Bloodbound	Zharkus the Bloodsighted	95
Maggotkin of Nurgle: Daemons	Nurglings	115
Maggotkin of Nurgle: Daemons	Plaguebearers	60
Maggotkin of Nurgle: Rotbringers	Harbinger of Decay	165
Maggotkin of Nurgle: Rotbringers	Putrid Blightking Blightlord	135
Maggotkin of Nurgle: Rotbringers	Lord of Blights	160

AGENTS OF CHAOS		
FACTION	FIGHTER	POINTS
Maggotkin of Nurgle: Rotbringers	Lord of Plagues	160
Monsters of Chaos	Chaos Gargant	420
Monsters of Chaos	Chimera	515
Monsters of Chaos	Cygor	415
Monsters of Chaos	Ghorgon	445
Monsters of Chaos	Hell Pit Abomination	465
Monsters of Chaos	Mutalith Vortex Beast	425
Monsters of Chaos	Slaughterbrute	490
Nurgle Rotbringers	Fecula Flyblown	170
Nurgle Rotbringers	Ghulgoch the Butcher	100
Nurgle Rotbringers	Sepsimus, Plaguesworn	110
Rotmire Creed	Carrion Catcher with Impaler	105
Rotmire Creed	Carrion Catcher with Snatcher-hook	100
Skaven	Kreep Kinwhisper	75
Skaven	Krowch't	75
Skaven	Skritch Spiteclaw	120
Skaven	Slynk Skittershank	170
Skaven	Snyp Padpaw	95
Skaven	The Festering Skaven	85
Skaven	The Lurking Skaven	85
Skaven	Packmaster	75
Skaven	Rat Ogor	250
Skaven	Rat Ogor with Warfire Gun	240
Slaanesh Sybarites	Blissbrew Homonculus	60
Slaanesh Sybarites	Hadzu	115
Slaanesh Sybarites	Slakeslash	200

AGENTS OF CHAOS		
FACTION	FIGHTER	POINTS
Slaanesh Sybarites	Vasillac the Gifted	200
Slaves to Darkness	Chaos Lord	180
Slaves to Darkness	Chaos Chosen Exalted Champion	190
Slaves to Darkness	Chaos Warrior with Chaos Hand Weapon and Chaos Runeshield	100
Slaves to Darkness	Chaos Warrior with Chaos Greatblade	105
Slaves to Darkness	Chaos Warrior with Pair of Chaos Hand Weapons	110
Slaves to Darkness	Chaos Warrior with Chaos Halberd and Chaos Runeshield	95
Slaves to Darkness	Chaos Chosen	145
Slaves to Darkness	Chaos Marauder with Barbarian Axe and Darkwood Shield	70
Slaves to Darkness	Chaos Marauder with Barbarian Flail	70
Slaves to Darkness	Crimson Kheira	100
Slaves to Darkness	Dour Cragan	125
Slaves to Darkness	Gorl Spinehammer	120
Slaves to Darkness	Grundann Blood-Eye	90
Slaves to Darkness	Jagathra	65
Slaves to Darkness	Khagra the Usurper	195
Slaves to Darkness	Lupan Longcut	110
Slaves to Darkness	Olo	80
Slaves to Darkness	Razek Godblessed	115
Slaves to Darkness	Shond Head-Claimer	90
Slaves to Darkness	Theddra Skull-scryer	150
Slaves to Darkness	Zarshia Bittersoul	135
Tarantulos Brood	Broodmaster	180
The Thricefold Discord	Vexmor	160
Tzeentch Arcanites	Blue Horror	90
Tzeentch Arcanites	K'charik	125
Tzeentch Arcanites	Narvia	75
Tzeentch Arcanites	Turosh	75
Tzeentch Arcanites	Vortemis the All-seeing	150
The Unmade	Blissful One	225

BRINGERS OF DEATH		
FACTION	FIGHTER	POINTS
Askurgan Trueblades	Curseblood	160
Flesh-eater Courts	Duke Crakmarrow	160
Flesh-eater Courts	Royal Butcher	75
Flesh-eater Courts	Gristlewel, Greatsword	85
Flesh-eater Courts	Master Talon	80
Monsters of Death	Terrorgeist	500
Monsters of Death	Zombie Dragon	540
Nighthaunt	Chainrasp	70
Nighthaunt	Dreadscythe Harridan	100
Nighthaunt	Knight of Shrouds	170
Nighthaunt	Knight of Shrouds on Ethereal Steed	250
Nighthaunt	Myrmourn Banshee	115
Nighthaunt	Slasher Crone	150
Nighthaunt	The Briar Queen	195
Nighthaunt	The Ever-hanged	90
Nighthaunt	Thorns of the Briar Queen Chainrasp	70
Nighthaunt	Varclav the Cruel	100
Ossiarch Bonereapers	Binar Khenta	140
Ossiarch Bonereapers	Hakor	95
Ossiarch Bonereapers	Karu	65
Ossiarch Bonereapers	Mir Kainan	205
Ossiarch Bonereapers	Mortek Guard with Nadirite Blade	60
Ossiarch Bonereapers	Mortek Guard with Nadirite Spear	60
Ossiarch Bonereapers	Mortek Guard with Soulcleaver Greatblade	60
Ossiarch Bonereapers	Nohem	70
Ossiarch Bonereapers	Senha	65
Pyregheists	Balefire Guard with Scorch Flail	115
Pyregheists	Balefire Guard with Flaming Halberd	115
Pyregheists	Flamewraith with Brazier-Staff	90
Pyregheists	Flamewraith with Balefire Torches	90
Pyregheists	Torchwraith	110

BRINGERS OF DEATH

FACTION	FIGHTER	POINTS
Soulblight Gravelords	Deadwalker Zombie	50
Soulblight Gravelords	Grave Guard with Great Wight Blade	70
Soulblight Gravelords	Grave Guard with Wight Blade and Crypt Shield	60
Soulblight Gravelords	Helmar the Hewer	65
Soulblight Gravelords	Marshal Faulk Velmorn	70
Soulblight Gravelords	Petitioner with Sword	55
Soulblight Gravelords	Regulus	55
Soulblight Gravelords	The Sepulchral Warden	130
Soulblight Gravelords	Skeleton Warrior with Ancient Blade	50
Soulblight Gravelords	Skeleton Warrior with Ancient Spear	50
Soulblight Gravelords	Thain, Fourth and Last	70
Soulblight Gravelords	The Harvester	55
Teratic Cohort	Kavalos Centari	205
Teratic Cohort	Mortek Cykloptian with Dread Glaive	125
Teratic Cohort	Mortek Cykloptian with Nadirite Bident	125
Teratic Cohort	Aviarch Harpy	105
Teratic Cohort	Teratic Prowler	70

HARBINGERS OF DESTRUCTION

FACTION	FIGHTER	POINTS
Monsters of Destruction	Aleguzzler Gargant	420
Monsters of Destruction	Skitterstrand Arachnarok	475
Monsters of Destruction	Dankhold Troggoth	275
Gloomspite Gitz	Brewgit	90
Gloomspite Gitz	Prog da Netter	65
Ironjawz	Ardboy Boss with Ardboy Choppas	140
Ironjawz	Orruk Ardboy with Choppas	85
Ironjawz	Brute Boss with Boss Choppa	210
Ironjawz	Brute Boss with Boss Klaw and Brute Smasha	210
Ogor Mawtribes	Tyrant	325
Ogor Mawtribes	Gutlord	300
Ogor Mawtribes	Crusher	265
Ogor Mawtribes	Quiv	60
Ogor Mawtribes	Bushwakka	55
Ogor Mawtribes	Gnoblar	50
Bonesplitterz	Hedkrakka, Gob of Gork	170
Bonesplitterz	Toofdagga	95
Gloomspite Gitz	Zarbag	125
Gloomspite Gitz	Drizgit da Squig Herder	90
Gloomspite Gitz	Zarbag's Gitz Squig	140
Gloomspite Gitz	Mollog the Mighty	290
Gloomspite Gitz	Bat Squig	170
Gloomspite Gitz	Squig Hopper Boss	230
Gloomspite Gitz	Loonboss on Giant Cave Squig	270
Gloomspite Gitz	Bounder Boss	230
Gloomspite Gitz	Shoota	60
Gloomspite Gitz	Loonsmasha Fanatic	100
Gloomspite Gitz	Loonboss	125
Gloomspite Gitz	Squigboss with Gnasha-Squig	125
Gloomspite Gitz	Moonclan Boss	100

HARBINGERS OF DESTRUCTION

FACTION	FIGHTER	POINTS
Gloomspite Gitz	Sporesplatta Fanatic	90
Gloomspite Gitz	Cave Squig	75
Gloomspite Gitz	Stabba with Stabba and Moon Shield	50
Gloomspite Gitz	Stabba with Pokin' Spear and Moon Shield	50
Gloomspite Gitz	Stabba with Barbed Net	50
Gloomspite Gitz	Squig Herder	50
Gloomspite Gitz	Rabble-Rowza	125
Ironjawz	Morgok	225
Ironjawz	'Arfskull	165
Ironjawz	Thugg	145
Ironjawz	Gurzag Ironskull	175
Ironjawz	Basha	105
Ironjawz	Bonekutta	100
Ironjawz	Hakka	110
Kruleboyz	Gikkit	50
Kruleboyz	Stab-Grot	50
Kruleboyz	Pot-Grot	50
Ogor Mawtribes	Gorlok Blackpowder	250
Ogor Mawtribes	Mange	65